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FX300 RACING LEAGUE™

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UCES-00001/P

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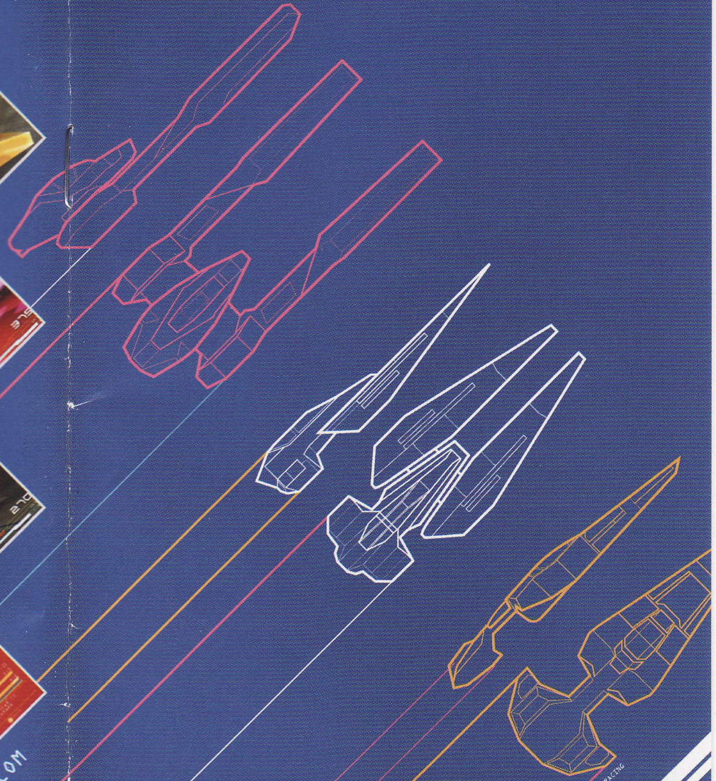
711719628576



PORTABLE A-G RACING

wipEout™ pure

//2197

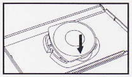
V5.0

SONY

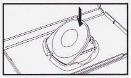
COMPUTER ENTERTAINMENT ®

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email **anti-piracy@eu.playstation.com** or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

PARENTAL CONTROL LEVEL	AGE GROUP
9	Restricted to 18 and over
7	Not suitable for under 15 unless accompanied by an adult
5	Recommended for mature players
3	Parental guidance recommended
2	General

UCES-00001/ANZ

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ENGLISH

THE FX300 ANTI-GRAVITY RACE LEAGUE

"Don't look down. Only up. Don't be tethered to the Earth. See the skies. Fly. And face your fantasies."

ANTI-GRAVITY REBIRTH FESTIVAL
NEWSLETTER HEADLINE, JANUARY 2185

"Its slogan may be 'Danger Ahead', but for Triakis, as newcomers to the Anti-Gravity Race League, the FX300 is strewn with danger beyond the comprehension of its board of directors. Triakis should stick to what it knows best – supplying weapons and armour to warmongering nations for its own financial greed."

KELVIN SHEENA, FORMER PILOT, SPEAKING AT AN AG AMATEUR RACE MEETING SHORTLY AFTER HIS DISMISSAL FROM TRIAKIS AND SHORTLY BEFORE HIS MYSTERIOUS DISAPPEARANCE, OCTOBER 2195

"For me, it was love at first flight. To watch those graceful birds burn down the track defined my childhood. And when my father passed away, I knew my destiny lay in the one thing he and I shared a common interest in – Qirex. For centuries, man has sought to defy gravity and as we enter a new century, Qirex will seek to defy man."

FELIKS LEVOVICH, PRESIDENT OF QIREX INDUSTRIES, INTERVIEWED ON "AG TODAY", JANUARY 2196

SETTING UP

Set up the PSP™ personal portable entertainment system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the WIPEOUT™ PURE disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the 🎮 icon from the Home Menu and then select the ⦿ icon. An image of the software will be displayed. Select the image and press the ⊗ button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

Wireless Compatible

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

Game Sharing

GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™Game in their PSP™ system.

Wireless Compatible

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved WIPEOUT™ PURE data. Make sure there is enough free space on the Memory Stick Duo™ before commencing play.

CONTROLS

In this manual, ↑, ↓, ←, → etc. are used to denote the directional buttons only unless otherwise stated.

WIPEOUT™ PURE features two control methods. The default control method is the Dual Airbrake Control System; the alternative method is the Single Airbrake Control System and both systems can be chosen via the Controls Menu in the Options Menu.

DUAL AIRBRAKE CONTROL

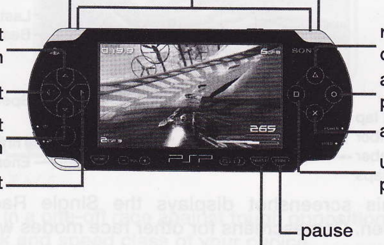
ADDITIONAL CONTROLS

Quickly double tap the L button to side-shift to the left or quickly double tap the R button to side-shift to the right.

Following a jump, and while still airborne, press ←, →, ← in quick succession to perform a Barrel Roll to the left, or press →, ←, → to perform a Barrel Roll to the right. A successful Barrel Roll supplies a significant speed boost upon landing but also drains a small amount of energy. Barrel Rolls can not be performed without enough energy.

NOTE: please see the Profile Menu outlined elsewhere in this manual for information on reconfiguring the in-game controls.

SINGLE AIRBRAKE CONTROLS



ADDITIONAL CONTROLS

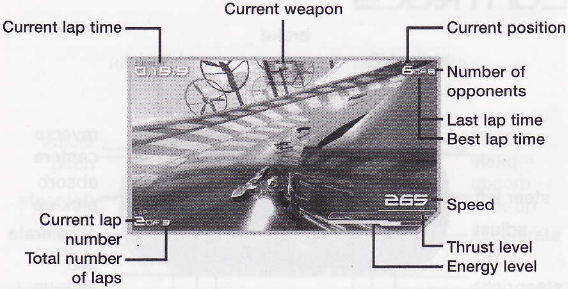
Press and hold the R button and simultaneously press → to apply the right-hand airbrake or press and hold the R button and simultaneously press ← to apply the left-hand airbrake.

Press and hold the L button and simultaneously press → to apply the right-hand side-shift, or press and hold the L button and simultaneously press ← to apply the left-hand side-shift.

Following a jump, and while still airborne, press ←, →, ← in quick succession to perform a Barrel Roll to the left, or press →, ←, → to perform a Barrel Roll to the right. A successful Barrel Roll supplies a small speed boost upon landing but also drains a small amount of energy. Barrel Rolls can not be performed without enough energy.

NOTE: please see the Profile Menu outlined elsewhere in this manual for information on reconfiguring the in-game controls.

THE GAMESCREEN



NOTE: this screenshot displays the Single Race Mode gamescreen. Gamescreens for other race modes will vary.

GETTING STARTED

USING MENU SCREENS

Press the ↑, ↓, ← or → directional buttons to highlight an option, then press the ⊗ button to confirm. To return to the previous menu screen, press the △ button. Every menu screen features a scrolling text bar at the bottom of the screen which describes the functions of each option.

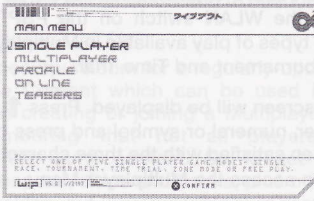
LANGUAGE SELECT SCREEN

Press ↑ or ↓ to choose a language and press the ⊗ button to confirm.

TITLE SCREEN

Press the START button to access the Profile Menu. For further details, please refer to the "Profile Menu" section outlined elsewhere in this manual.

MAIN MENU



SINGLE PLAYER

SINGLE RACE

Compete in a one-off race against tough opposition using the ship, track and speed class of your choice.

TOURNAMENT

Race over a series of gruelling circuits, amassing championship points for finishing high up the order. The victor of the tournament will be the pilot with the most points after the final race.

TIME TRIAL

Choose the best racing line and speed around any available course with the sole intention of achieving the fastest time. All weapons are neutralised in Time Trial Mode, but a free Turbo pick-up is awarded at the start of every lap.

ZONE

Race at ever-increasing speeds on specially constructed tracks and survive for as long as possible to reach the highest zone. As the ship continuously accelerates and the danger level rises, tactical airbrake use will aid navigation and stabilisation. Weapons are disabled in Zone Mode.

FREE PLAY

Ideal for practising and perfecting racing techniques and tactics, Free Play Mode is also beneficial for learning the lay out of each course. Weapons are disabled in Free Play Mode, and a free Turbo pick-up is awarded at the start of every lap.

MULTIPLAYER MODE

To enjoy this product's extensive Wireless (WLAN) features, please ensure the WLAN switch on the PSP™ system is turned on. The types of play available in Multiplayer Mode are Single Race, Tournament and Time Trial.

The "Set Tag" screen will be displayed. Press ⬆, ⬇, ⬅ or ➡ to select a letter, numeral or symbol and press the ⊗ button to confirm. When satisfied with the three character tag, press the ⊗ button to access the Multiplayer Menu.

MULTIPLAYER MENU

NOTE: the player that creates a Multiplayer Game session is known as the "host".

CREATING A MULTIPLAYER GAME

The three types of Multiplayer Game that can be created are Single Race, Tournament or Time Trial. The host is responsible for class selection, league selection, track selection (only applicable in Multiplayer Mode Single Race and Time Trial), ship selection (host's ship only) and options selection. Finally, the host must press the ⊗ button to access the session lobby. The list of players who have joined the session will be displayed in the lobby. When ready, the host must press the ⊗ button to commence the game.

JOINING A MULTIPLAYER GAME

Select "Join Game" and press the ⊗ button to continue. The Team Selection Screen will be displayed. Press the ⊗ button to select a ship and access the "Join Network Game" Screen. The following on-screen message will be displayed "Searching for Multiplayer Games". At this point, a list of any Wireless (WLAN) Multiplayer Games being hosted in the vicinity will be displayed on-screen. Select a game to participate in and press the ⊗ button to access the session lobby. When the host of the session is ready to begin, a message will be displayed on-screen. It is not possible to join races that have already commenced, and once the host leaves a session it will be "Game Over" for all of the competitors.

NOTE: upon returning to the Main Menu, any new ghost ships acquired in Time Trial Mode or fast race/lap times generated in Multiplayer Mode will be autosaved to Memory Stick Duo™.

DOWNLOADABLE CONTENT

Visit www.wipeoutpure.com for a regularly-updated range of Downloadable Content which can be used in Multiplayer Games. When creating or joining a Multiplayer Game, it is worth remembering that not all players may have downloaded the same content. So to get all the most up-to-date weapons, ships and tracks, plus other goodies, it is worth checking out www.wipeoutpure.com before your competitors do!

PROFILE MENU

WIPEOUT™ PURE uses player profiles to record and save progress and settings. Each profile requires at least 450KB of free space on a Memory Stick Duo™. A maximum of five profiles can be saved to Memory Stick Duo™. All changes will be autosaved upon returning to the Main Menu from the Profile Screen.

LOAD

Load a previously saved profile from Memory Stick Duo™.

NEW

Create a new profile to store progress and save it to Memory Stick Duo™. A Memory Stick Duo™ must be inserted into the Memory Stick Duo™ slot of the PSP™ system.

SAVE

Save a profile to the Memory Stick Duo™.

OPTIONS

CONTROLS

Choose either the dual airbrake or single airbrake control method and reassign the main in-game controls for either control method.

SKINS

Select a skin from those available to be displayed on-screen.

MUSIC

Preview and select each available background music track.

CREDITS

View a list of staff credits displaying the people who worked on WIPEOUT™ PURE.

SETTINGS

MUSIC VOLUME

Adjust the volume of the in-game music.

SFX VOLUME

Adjust the volume of the in-game sound effects.

CAMERA

Choose either Internal, Medium or Far camera views.

LANGUAGE

Select your preferred language.

AUTO LOAD GHOST

Choose to turn the "ghost" car facility in Single Player Mode on or off.

MUSIC ORDER

Choose either Sequential or Random.

PROGRESS

View the list of all the medals won in the different game modes.

RECORDS

View a complete list of lap and race records for all race modes.

BROADCAST DATA

Activate Broadcast Mode to enable any PSP™ system user within range who selects "Receive Data" to receive your records and merge them with their own.

RECEIVE DATA

Select "Receive Data" to commence a search for anyone in Wireless (WLAN) range who is broadcasting data. A list of PSP™ systems in the vicinity that are currently broadcasting will be displayed. Select a player from the list to receive their records. Their records will then be merged with your own on the high score table.

NOTE: by broadcasting and receiving data, it is easy to share records with friends.

STATS

View a list of useful and interesting statistics about your progress to date.

ONLINE

To enjoy this product's extensive Wireless (WLAN) features, please ensure the WLAN switch on the PSP™ system is turned on.

DOWNLOADING NEW CONTENT

WIPEOUT™ PURE has been specifically designed to support downloadable content, making it possible to connect the PSP™ system to the Internet in order to download new game content directly to Memory Stick Duo™. Please refer to the PSP™ system Instruction Manual for further details on connecting to the Internet. Once a network connection has been created, visit www.wipeoutpure.com to begin downloading new and exclusive content such as ships, courses, music and skins, plus all of the latest news about WIPEOUT™ PURE.

TEASERS

NOTE: in order to use the Game Sharing facility, the WLAN switch must be turned on.

The Teasers section contains a list of exclusive demos that can either be played, watched or shared with another PSP™ user. Select the required demo from the list of options and follow the on-screen instructions to experience the demo. This section includes multiplayer demos for the great PSP™ titles "FIRED UP™" and "MEDIEVIL™: RESURRECTION" - and also offer you the chance to share a "WIPEOUT™ PURE" game with another PSP™ user using only your UMD.

Host PSP™ systems can only share data with one receiving PSP™ at a time. Follow the on-screen instructions to share data with another PSP™ user within a range of 10 metres. In order to share data with more than one PSP™, the Game Sharing process should be repeated accordingly.

INSTRUCTIONS FOR RECEIVING PSP™ SYSTEMS

Select 'Game Sharing' from the Home Menu. Your PSP™ system will attempt to locate other PSP™ systems that are currently capable of sending Game Sharing data, within a range of 10 metres.

Once a suitable PSP™ system has been located, follow the on-screen instructions to send a request to the host PSP™ system. The Game Sharing transfer will commence once the request has been accepted by the host. To end data that has been received via the Game Sharing facility, either switch off your PSP™ system, or return to the Home Menu. Any Game Sharing data received will subsequently be deleted.

PLAYING THE GAME

PROGRESSION

In all Single Player modes except Free Play Mode, winning medals is the key to progressing. Gold, silver and bronze medals are awarded for a top three position in Single Race Mode and Tournament Mode. Medals are also awarded for beating preset times in Time Trial Mode and preset high scores in Zone Mode. Collect medals to unlock hidden features.

ENERGY

In most modes, a pale blue bar representing the ship's current energy level will be displayed in the bottom right of the screen. The ship's energy diminishes through weapons fire or collisions with other ships or trackside boundaries. When the ship's energy completely runs out, it will be "Game Over".

ABSORBING WEAPONS

When the energy level runs low, press the ◎ button to absorb the currently held pick-up or weapon. Different pick-ups will recover different amounts of energy. Strategically choosing whether to unleash a weapon or pick-up or absorb it to replenish energy can make all the difference between winning and losing.

SHIP RECOVERY

On occasion, it has been known for a poorly-piloted ship to leave the track following a steep jump and lose vital race seconds, but the recovery service run by AG Salvage Shuttles always ensures a swift return to the race for stricken ships.

AIRBRAKES

Each ship has built-in left and right airbrakes to ease manoeuvring round difficult corners. Particularly useful at higher speeds, competitors who master the airbrakes give themselves a better chance of success.

GHOST SHIPS

Producing good lap times in some game modes will result in the production of a ghost ship, against which performances can be measured. Ghost ships can be saved to Memory Stick Duo™ and only one ghost ship per track per class can be stored.

CLASSES

VECTOR

The slowest speed class, Vector circuits are ideal for beginners.

VENOM

The medium speed class, Venom circuits are suitable for intermediate pilots.

FLASH [Locked initially]

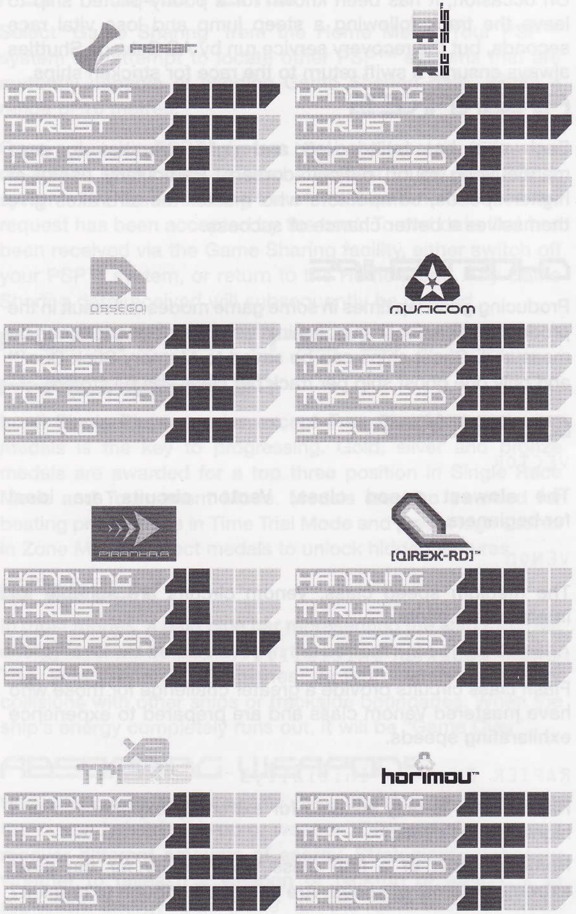
Flash class circuits provide a greater challenge for those who have mastered Venom class and are prepared to experience exhilarating speeds.

RAPIER [Locked initially]

Rapier class is only suitable for extremely experienced and highly skilled pilots.

Rumours exist of a fifth class which is by far the most extreme in terms of speed. Are you good enough to crack it?

TEAMS



WEAPONS AND PICK-UPS

All teams can call upon a range of meaty weapons and pick-ups which are obtained at random by flying over coloured weapon pads embedded into the circuits. Press the ■ button to activate pick-ups or fire weapons. Look out for chevron-shaped speed pads which are also embedded into the circuits, and will temporarily boost acceleration.

MISSILE

Bulls-I Armouries boast in their weapons brochure for 2197 that their new missile "guarantees a direct hit every time". With intelligent lock-on feature as standard, this baby inflicts enough destruction to test the racing skills of even the most adept pilot.

SHIELD

This pick-up enshrouds ships in a protective DualSkin® Thermo-Layer™, strong enough to withstand most attacks. The shield's fleeting duration and its susceptibility to destruction, however, remain a cause for concern to AG craft manufacturers, but the Shelleykin Trust assures its customers "there's no better shield than DualSkin®".

AUTO PILOT

Upon activation, the GravGhost Technologies on-board computer will assume total control of the ship for a short period of time. Top pilots can use this brief respite to reassess their tactics, rather than chill.

TURBO

Accelerating to earth-shattering velocity for a brief moment of turbo-charged, adrenaline-fuelled speed, the Turbo pick-up gives pilots extra thrust when they need it most.

MINES

Emitted from the rear of the ship, five explosive mines are deployed on the track and lie in wait for onrushing traffic. Particularly nasty when navigating a twisting chicane.

BOMB

Pilots beware! Once it has been primed and placed, it takes adroit manoeuvring to avoid hitting a bomb or getting caught in its blast radius.

ROCKETS

Firing out from the front of the ship, three rockets mercilessly rip through the air and explode on contact with an opponent or any trackside buildings or objects. Don't get caught in the crossfire!

PLASMA

Following a short period of charging, a massive bolt of energy is unleashed from the bow of the ship. Targeting requires skill, but direct hits can efficiently knock out ships with reduced shield energy.

DISRUPTION BOLT

Any ship that is hit by a blue disruption bolt, amongst other results, could find its controls temporarily reversed, its airbrakes temporarily disabled or its vision temporarily impaired!

QUAKE

Measuring 6.5 on the Richter Scale, a destructive earthquake pulsates from the bow of the ship rippling forwards and taking out everything in its devastating path.

MUSIC CREDITS

NOTE: these credits have been reproduced as supplied.

Rennie Pilgrem & Roxiller 'Bug'
Written by Rennie Pilgrem, Chris Carter and James Cocozza.
Record Label: TCR Recordings
Published by Bisbal Music/Westbury Music/Copyright Control
Recorded at Moon Bass Alpha. WWW.TCR.UK.COM

"Hellion" Performed by Ming + FS
Written by A. Albano and F. Sargolini aka Ming+FS
Published by Platinum Dogs Publishing BMI, administered by Kobalt Music Group Limited
(P) & (C) 2005 Madhattan Studios Music Inc. http://www.mingandfs.com

Artist Name: Paul Hartnoll Track Name: Boot Up (P) 2005 Paul Hartnoll

Artist Name: Paul Hartnoll Track Name: Ignition (P) 2005 Paul Hartnoll

DrumAttic Twins- TWISTER
Label - FINGER LICKIN RECORDS Publishing - Copy right control

Plump DJs - Black Jack 3
Label - FINGER LICKIN RECORDS Publishing - Reverb / Copyright Control

'C Note (instrumental mix)' by Photek
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Aphex Twin 'Naks Acid'
Written & Produced by Richard D. James (Chrysalis Music)
Published by Chrysalis Music Ltd (P) 2005 Warp Records Limited
Courtesy of Warp Records www.warprecords.com

Friendly "We Got Juice"
Written and Produced by Andrew Kornweibel
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'Cross The Line' Performed by Elite Force
Written by S.Shackleton. Published by Universal/MCA Music Ltd
Elite Force master recording administered by www.bellmanagement.com

Themroc 'Mean Red'
Written by J Dan Peppe and Jon Collyer
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www.meanred.tv

Cosmos 'Kinection'
Written and produced by Tom Middleton
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LFO 'Flu-Shot'
Written & Produced by Mark Bell (Warp Music)
(P) 2005 Warp Records Limited
Published by EMI Music Publishing Limited. Courtesy of Warp Records
www.warprecords.com

T Power 'The System [Wipeout dub]'
Written by T.Power [M. Royal]
Licensed to Liquid V courtesy of Sound Boy Recordings.

Jay Tripwire 'Room 2'
Written and produced by Jay Tripwire.
Licensed courtesy of Northern Lights. Published by Fabric Publishing.

Stanton Warriors 'Night Mover'
Written and produced by the Stanton Warriors for Punks Music.
(Dominic Butler / Mark Yardley) Copyright Control
Punks Music is owned by Stanton Warriors

Tiësto 'Goldrush'
Written and Composed Tiesto Published Bucks Music Group Ltd.
2004 Black Hole Recordings

CoLD SToRAGE 'Onyx'
Written and produced by CoLD SToRAGE. Frost Byte Records

Tayo meets Acidrockers uptown 'Crafty Youth'
Written and produced by Tayo Poppola and Matt Buggins.
Published by copyright control.

"Grand Theft (Edit)" by Freq Nasty
Written & Produced By Darin McFadyen Published By Copyright Control
(P) Skint Records 2005 Appears courtesy of Skint Records
Taken from the album "Bring me the head of ………" out now
www.skint.net www.freqnasty.com

Röyksopp: 'Curves'
Written, arranged and produced by Röyksopp (Berge/Brundtland).
Published by Universal Music Publishing Ltd. Röyksopp is represented by Def Ltd. P 2005 labels / EMI Music France under exclusive license to Wall Of Sound in the UK.

CREDITS

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Producer - Tony Buckley • Associate Producer - Paul Tweedle • Lead Designer - Colin Berry • Designers - Clark Davies, Karl Jones • Lead Programmer - Dave Burrows • Programmers - Matthew Brooks, Nicolai Guba, Andrew Jones, Martin Linklater, Marc Littlemore, Nicola Orru, Stephen Taylor, Martin Turton • Lead Artist Ashley Sanders • Artists - Anthony Anderson, Dean Betton, Dan Cook, Derek Doherty, Darren Douglas, Jon Eggleton, Colin Fawcett, Richard Heasman, Rita Linsley, Adrian White, Alan Wales • FMV - Lee Carus, Jon Kendrew • Tools and Technology - Christian Lavoie, Nathan Roberts, Matteo Scapuzzi • Graphic Designers - John Machin, Christopher Moss, Eddie Wainwright • Sound Designer - Mike de Belle • Female Voice - Amanda Weston • Male Voice - Kevin Howarth • Studio Manager - Clemens Wangerin • Head Producer - Phil Quirke-Webster • Head of Design - Adam Shaikh • Head of Programming - Jason Chown • Head of Art - Dave Crook • Studio Communications Manager - Nino Ceraolo • Studio Administration - Lynsey Pritchard, Lisa Tyler • Web Communication - Rob Foxx

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Česká republika **222 864 111**
Po - Pa 9:00 - 17:00 Sony Czech.
Tarifováno dle platneých telefonních sazeb. Pro další informace a případnou další pomoc kontaktujte prosím **www.playstation.sony.cz** nebo volejte telefonní číslo +420 222 864 111

Danmark **70 12 7013**
support@dk.playstation.com Man-fredag 15-21; Lør-søndag 12-15

Deutschland **01805 766 977***
*(0,12 Euro/minute) Montag bis Freitag, 10.00 bis 20.0

Ελλάδα **801 11 92000***
*Εθνική Χρέωση

España **902 102 102**
Tarifa nacional

France **0820 31 32 33**
Prix d'un appel local - ouvert du lundi au samedi

Ireland **0818 365065**
All calls charged at National Rate

Israel **09 971170**

Italia **199 116 266**
Lun/Ven 8:00 - 18:30 e Sab 8:00 - 13:00: 11,88 centesimi di euro + IVA al minuto
Festivi: 4,75 centesimi di euro + IVA al minuto. Telefoni cellulari secondo il piano tariffario prescelto

Malta **23 436300**
Local Rate.

Nederland **0495 574 817**
Interlokale kosten. Gesprekken kunnen voor trainingsdoeleinden worden opgenomen

New Zealand **09 415 2447**
National Rate

Norge **81 55 09 70**
0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt
support@no.playstation.com Man-fredag 15-21; Lør-søndag 12-15

Österreich **0820 44 45 40***
*(0,116 Euro/Minute)

Россия **+7 (095) 238-3632**

Portugal **707 23 23 10***
*Serviço de Atendimento ao Consumidor/Serviço Técnico

Suisse/Schweiz/Svizzera **0848 84 00 85**
Tarif appel national / Nationaler Tarif / Tariffa Nazionale

Suomi **0600 411 911**
0.79 Euro/min + pvm **fi-hotline@nordiskfilm.com** maanantai - perjantai 15-21

Sverige **08 587 822 25**
support@se.playstation.com Mån-Fre 15-21, Lör-söndag 12-15

UK **08705 99 88 77**
National rate. Calls may be recorded for training purposes

Please call these Customer Service Numbers only for PSP™ Hardware Support.